SNS-AFIE-USA

INSTRUCTION BOOKLET

MINDSCAPE®

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Contents

The Way It Was Meant To Be Played . 2
Getting Started 3
Using A Multi-Player Adapter 4
Game Menu 5
Options 7
Controls 8
Special Maneuvers 12
Pause Screen 13
Team Selection 15
Initials Entry 16
Lineup Selection 17
Playing The Game 21
NCAA Rules 29
Hints & Tips 33
Credits 34
Limited Warranty 35

The Way It Was Meant To Be Played

You're about to play the most accurate college basketball simulation game ever, so get ready for some serious action. Choose your favorite NCAA team, then build your dream lineup to see if you've got what it takes to make it to the final game in Seattle.

Take to the court and get all of your maneuvers down in Practice mode. Improve your accuracy in Free Throw mode. See how your team stacks up against the competition in Exhibition Game, then play for the title in Tournament Game.

So, what are you waiting for? It's time to make some history!

GETTING STARTED

Make sure the power to your Super Nintendo Entertainment System™ (SNES) is turned OFF. Insert the *NCAA Final Four Basketball* Game Pak, then turn the power ON.

Press the START Button to begin the game. If you wait 20 seconds, you'll see a demo. When you're done watching, press the START Button to return to the Title screen, then press the START Button again to go to the Game Menu.

USING A MULTI-PLAYER ADAPTER

Up to 5 players can play at the same time using a multi-player adapter. The players may all be on one team and play against the CPU or play against each other on two teams in an Exhibition Game. In games with 2 to 4 human players on one team, if CPU gets the ball, then the human player closest to the ball controls that player.

To set up the multi-player adapter, follow the instructions that came with it.

IMPORTANT:

Your multi-player adapter must be plugged into port #2 of your Super NES or the multi-player feature will not work.

GAME MENU

In the Game Menu, you may choose to play an Exhibition Game, start a New Tournament, resume a saved Tournament, Practice your game, attempt Free Throws or change your game Options.

To select, press the Control Pad DOWN/UP to move the basketball to your selection, then press the START Button.

EXHIBITION GAME

Allows both teams to be selected and controllers to be on opposing teams. It's good for practicing gameplay against another team before your team plays in a Tournament.

NEW TOURNAMENT

Requests one team to be selected and seeds a tournament. The team's opponents are determined by the Tournament brackets. All controllers must be on the same Tournament team.

TOURNAMENT

Selects the next game to be played in a saved Tournament.

PRACTICE

Lets you practice your maneuvers on the court with 2 players and a ball.

OPTIONS

Change the Game Length and Audio.

GAME LENGTHS

Tournament games are only 20, 30, or 40 minutes.

OPTIONS

In the Options menu, you may change the time it takes to play the game and change the audio selection for your TV.

Press the Control Pad DOWN/UP to move the basketball to your selection, then press the START Button to select. Press the Control Pad LEFT/RIGHT to scroll through the choices. To return to the Game Menu, select EXIT and press the START Button.

GAME LENGTH

Choose a 10, 20, 30 or 40 minute game.

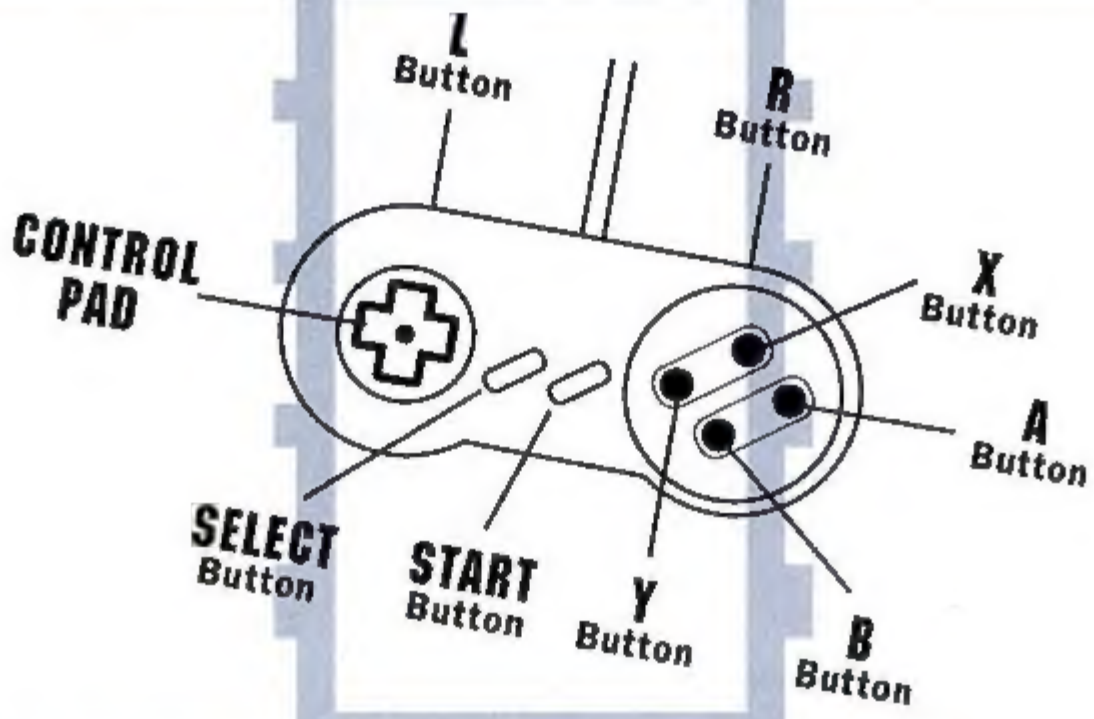
NOTE:
The minimum game time for a tournament is 20 minutes.

AUDIO

Select Stereo, Mono, or Enhanced.

NOTE:
Stereo TVs will always default to Stereo, but if you are not hearing all of the sound effects, try Mono.

CONTROLS



GENERAL CONTROLS

START

Begins game.
Pauses and resumes game.

R Button

Identifies player

OFFENSE

SHOOT: A BUTTON

Press the A Button to shoot for the basket.

SPECIAL NOTE:
If you're in the backcourt, press A+B to shoot.

DUNK/LAYUP: B BUTTON + A BUTTON

Press and hold the B Button, then press and hold the A Button. Your player must be within the 3 point line and at least 10 feet from the basket to execute this move. To practice this move, go to Practice, stand above the free throw line, face the hoop and execute a dunk.

PASS: Y BUTTON

Press and hold the Y Button and a target will appear over the default pass receiver. While holding the Y Button, press the Control Pad to change receivers. When the teammate you've selected has the bullseye over his head, release the Y Button and you will pass the ball.

NOTE:
Press the X button while holding the Y button, your player will make a bounce pass.

OVERHEAD PASS: B BUTTON + Y BUTTON

Raise the ball over your player's head by pressing and holding the B Button, then press and hold the Y Button. You may have to press the B+Y combo a second time to get the ball overhead. The first press will only pick up the dribble if dribbling. Release the two buttons, then press and hold the Y Button and you will enter the Pass Mode. Use the Control Pad to select the receiver and release the Y Button to pass.

Press the X button while holding the Y button and you will throw a high lob pass.

NOTE:
This is a very important part of the half court offense as chest-level passes are rarelY completed in a half-court set.

TURBO RUN: B BUTTON + CONTROL PAD

While running, press and hold the B Button and your player will accelerate after running one or two steps.

INTENTIONAL MISS ON THE FREE THROW LINE: Y BUTTON

At the end of the game, when your team is making a single free throw, press the Y Button to get a rebound and make up some points.

SHUFFLE/SIDLE FORWARD: B BUTTON + CONTROL PAD

Press and hold the B Button then tap the Control Pad forward.

CONTROL PAD

Press the Control Pad in the direction you want to run.

NOTE:
The game will not allow players to double dribble.

DEFENSE

STEAL: Y BUTTON

When your player is near an opponent with the ball, press the Y Button to steal the ball. Be careful, you may foul him.

HANDS UP: B BUTTON + Y BUTTON

Press and hold the B Button, then press and hold the Y Button. This move is valuable for rebounding and stealing lob passes.

JUMP/BLOCK: A BUTTON

When your player is near an opponent, press the A Button to jump and block his shot or pass.

INTENTIONAL FOUL: L BUTTON

Use at the end of the game to put the opposing team on the free throw line and stop the clock. It's good to use when your team is trailing.

SHUFFLE MODE: B BUTTON + CONTROL PAD

Press and hold the B Button, then press the Control Pad in the direction that you want to shuffle. All directions except forward will work.

SWITCH PLAYERS: X BUTTON

Switches player to defender closest to ball.

SPECIAL MANEUVERS

FLOATING BALL CONTROL

Whenever a computer-controlled player on your team gets the ball, control of that player goes to the last human controlled-player to have the ball.

BANK SHOTS

You will be able to bank shots near the basket and at angles.

FAKE SHOTS AND JUMPS

To make a fake shot/jump, tap the A Button for less than 1/4 second. Tapping the button for a jump (without the ball) if your player is not standing still may abort the jump before starting the upward motion.

PAUSE SCREEN

When you need a break from playing an Exhibition or Tournament Game, press the START Button to pause the game. In the Pause screen you may choose to see a Replay, take a Time-Out or Exit the game.

REPLAY

Pressing the A Button takes the game into Replay mode. The replay memory is cleared when the shot clock hits 28 seconds.

For a slow motion replay, press the START Button to pause the game, then press the A Button to enter Replay mode. Press the START Button for the Slow Motion Replay screen then press the Y Button to see the slow motion replay.

Press the A Button to restart the replay. To return to the game, press the X Button.

TIME-OUT

A time-out may be called if the clock is stopped and opposing team is not throwing the ball in or if the player's team has possession of the ball. Taking a time-out brings up the Lineup screen. Each team gets 3 time-outs per half and one extra per overtime.

HINTS:

- Use your time-outs wisely to rest and substitute your players.

- Taking a time out is the only way to check a player's current fatigue level.

The game will resume after you exit the Lineup screen. If you want to EXIT the game and return to the Game Menu, press and hold the X Button, then press the START Button.

TEAM SELECTION

To choose a team, press the Control Pad UP/DOWN to move the basketball to the team name on the screen, then press the Control Pad LEFT/RIGHT to scroll through the 64 alphabetical choices.

In Exhibition Game, the top team is the Visiting Team and the bottom team is the Home Team.

Press the START Button when you are finished.

NOTE:

1) In Exhibition Game, you (or a player controlling the other team) will also need to select your opponent's team.

2) In Tournament Game, only one team display row will appear and you will not see the UP/DOWN message on the screen.

INITIALS ENTRY

For both the Exhibition and Tournament Games, you will need to enter your initials. An Initial Entry Line with default initials will appear for each controller detected. Each Initial Entry Line will be a different color. The color will identify that player's controller.

To enter your initials, press the Control Pad UP/DOWN to cycle through the letter choices. To go to the next letter, press the Control Pad LEFT/RIGHT and the selected letter will be highlighted.

Press the START Button when you're done.

LINEUP SELECTION

The Lineup Selection screen assigns controllers to players in the game and sets the starting lineup. You may use any active controller to move the basketball and make changes.

You'll see your initials next to the team you'll control. Your team is made up of the following:

P Point Guard
G Guard
S Small Forward
F Power Forward
C Center

To change your default lineup, press the Control Pad UP/DOWN to move the basketball to a player's name, then press the Control Pad LEFT/RIGHT to substitute the player.

NOTE:
You may also change your team's line-up during half-time or during time outs.

SPECIAL NOTE:
You may substitute a player who plays a different position into an available slot. Substituting players who are not playing the correct position will probably not hurt you on defense, and may help you on offense even though the player is playing out of position.

Press the START Button to begin playing.

SELECT LINEUP CONTROLS

TURN INITIALS ON/OFF

Press the A Button to turn a human player's initials ON/OFF.

NOTE:
Any controller can turn another controller OFF, but a controller can only turn itself ON.

MOVE INITIALS TO A NEW PLAYER POSITION

Press the A Button then press the Control Pad UP/DOWN to move the basketball to a different player. Press the A Button again to select.

PLAYER INFO SCREEN

Press the B Button to view statistics on a selected player.

EDIT PLAYER'S NAME

Once you are in the Player Info screen, press the A Button to edit the player's name. Press the Control Pad UP/DOWN to cycle through available characters and press the Control Pad LEFT/RIGHT to move the cursor. Press the A Button again to confirm the name change then press the START Button to return to the Player Info screen.

SELECT DEFENSE SCREEN

Press the X Button to view the Select Defense screen. Any defensive changes will not be implemented if the ball is already in the front court, but they will be in effect the next time the team is down court.

You may choose from a number of formations. Press the Control Pad UP/DOWN to select a team (Exhibition Game only), then press the Control Pad LEFT/RIGHT to choose the defense.

Choose from:

- Man-on-man Half Court
- Man-on-man Full Court
- Pressure Half Court
- Pressure Full Court
- Zone Half Court
- Zone Full Court

Press the START Button to exit.

GAME STATS SCREEN

Press the Y Button to view the Game Stats screen which tells you how well your team is doing.

The following categories are available:

Pt
Points scored

Sh %
Shooting percentage

Re
Rebounds

St
Steals

Fl
Fouls committed

Mi
Minutes Played

Fa
Fatigue Factor – how tired your player is.

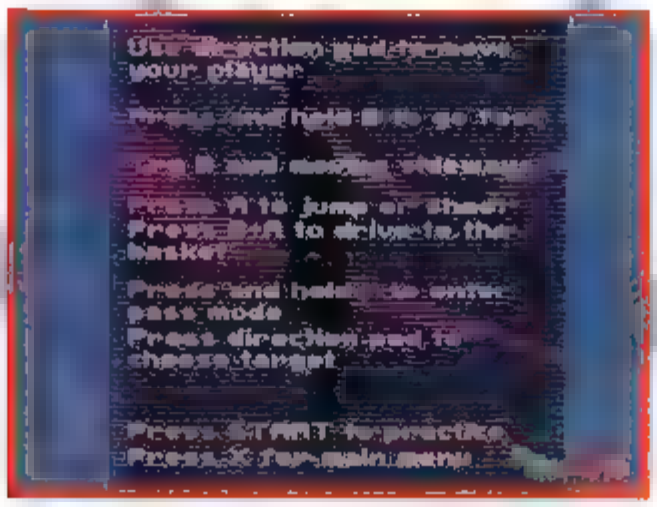
When you're finished reviewing the Game Stats, press any button to continue.

PLAYING THE GAME

NCAA Final Four Basketball **is a completely accurate basketball simulation. Like a real player, you should practice as much you can so you know how to maneuver around the court before you head to the Tournament.**

NOTE:
On an inbound play, the CPU will take control of the human-controlled inbounder. When the CPU takes control you will see an AI over the inbounder's head.

PRACTICE MODE



In Practice mode, you can learn the controls and practice all of your moves before you start playing a game against another team. All of the controls you'll need are displayed on the Help screen. If you need help remembering what a control does, press the START Button at any time to view the Help screen.

In Practice mode, two or more players are on a completely clear full court with one ball. If only one controller is detected, the second player will be controlled by the CPU. If two or more controllers are detected, there is one player for each controller. To begin practicing, press the START button.

PASSING

CHEST HIGH PASSING

When you're wide open and there's no danger of an opponent stealing the ball, press the Y Button for a chest high pass.

OVERHEAD PASSES

The only way to go in half-court offense! To make an overhead pass, press the B Button, hold it down and press the Y Button.

CATCHING

Just like a real basketball game, human-controlled players need to face the ball to receive a pass. Otherwise, the ball will peg him in the head. If the receiver is on the run, he will catch the ball without facing it.

SHOOTING

Press the A Button to shoot.

SLAM DUNK

Slam dunks are the best reward you can get! To slam dunk, when your player is right by the free throw line, press and hold the B Button then press the A Button. You'll see your player grab the rim and slam the ball in.

PICKING YOUR PLAYER UP

When your guy gets knocked down, press any button to get him back up and playing.

To exit Practice mode, press the START Button to go to the Help screen, then press the X Button to return to the Game Menu.

FREE THROW MODE

In Free Throw mode, grab the ball and make as many free throws as you can. You're free to shoot whenever you want – there's no shot clock counting down the seconds and there's no opponent breathing down your back.

Press the A Button to shoot. You can practice centering the arrow during the shooting motion by pressing the Control Pad LEFT/RIGHT immediately after shooting.

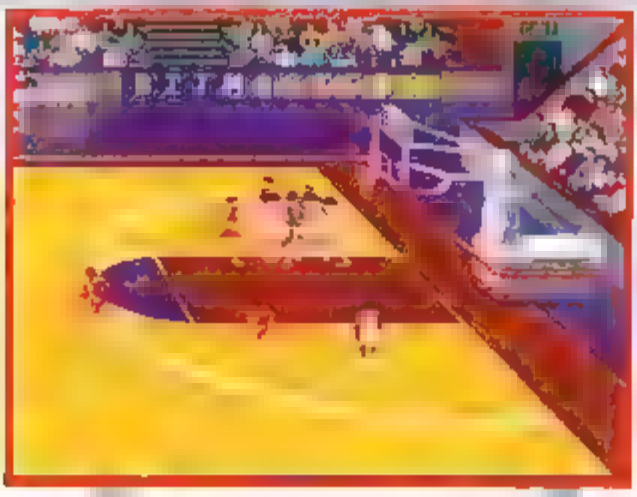
You may adjust the Free Throw Shooting percentage between to 32% and 95% by pressing the Control Pad UP/DOWN. The arrow will move faster for lower percentages and slower for higher ones.

To pause, press the START Button.

NOTE:
The Intentional Miss (pressing the Y Button) move will work, but it doesn't help you when you are practicing.

Press the X Button to return to the Game Menu.

EXHIBITION GAME



Practice playing against another team in Exhibition Game. Choose a strong team and try playing against a weaker opponent to continue to practice your moves.

Choose Exhibition Game, select your team and your opponent, enter your initials, then select your lineup. Press the START Button to begin the game.

HINT:
Exhibition Game is a great place to practice substitutions.

NEW TOURNAMENT

Now, you're ready for the real excitement! Make your way through the ranks from the first round of Regionals all the way to the Final Four.

To start a New Tournament, choose New Tournament, then select a team. Next you'll see who your team will play in the first regional matchup.

To view all the Tournament brackets, press SELECT in the Tournament Field screen, then use SELECT to cycle through the Tournament bracket screens. Press the START Button to exit.

NOTE:
20 minutes is the minimum game time for Tournaments.

Enter your initials, then select your team's lineup. Press the START Button to begin the game.

At halftime and after you've finished playing your first game, you'll see the Leading Scorers screen which will tell you who scored the most points for your team.

Press the START Button to see a more detailed breakdown of the scoring.

You will be able to continue this Tournament until you lose a game or until you choose New Tournament in the Game Options menu. Only one Tournament is saved at a time. If New Tournament is chosen in the Game Menu, the Tournament is erased unless you immediately choose to return to the Game Menu.

If power is interrupted or a reset occurs during a Tournament game before the game is saved, it will be lost.

RESUMING A SAVED TOURNAMENT

To resume a tournament in progress, choose Tournament in the Game Options menu. You will then go right into your most recently started Tournament.

NCAA RULES

GAME PLAY

The game is played in two halves and five minute overtime periods.

TIME-OUTS

Each team is granted 3 time-outs per game and one extra per overtime period. Use your time-outs wisely to rest and substitute your players.

SCORER'S HORN

The Scorer's Horn sounds at the end of a period.

STARTING THE GAME CLOCK

The clock starts when:

1) the ball is touched after a free throw is missed and no more are to be shot,
2) the ball is thrown in and touches a player after a made free throw,
3) a jump ball is controlled by a player.

STOPPING THE GAME CLOCK

The clock stops when:

1) there is a time-out called,
2) the ball goes out-of-bounds,
3) there is a foul or violation,
4) a basket is made in the last 60 seconds of play.

SHOT CLOCK

The shot clock is placed above the backboards and allows the team with the ball 35 seconds to shoot and hit the rim or make a basket. A buzzer will sound when the shot clock has expired. If a shot is in the air when the buzzer sounds and it hits the rim or goes in, it is not a violation.

The shot clock will be turned off when it has more time than the game clock.

RESETTING THE SHOT CLOCK

The shot clock will be reset when:
1) a shot hits the rim
2) there is a foul or other violation
3) change of possession

The shot clock does not restart until a team establishes control of the ball (inbound).

STOPPING THE SHOT CLOCK

The shot clock stops, but is not reset, for time-outs and when a defender hits the ball out-of-bounds. It is not stopped or reset when the ball is loose.

JUMP BALLS

There are no Jump Balls after the opening tip-off.

CALLS AGAINST PLAYERS

Players may be called for the following violations:

1) three seconds in the lane
2) ten seconds bringing the ball up court
3) going backcourt
4) taking more than five seconds to in-bound the ball

NOTE:

1) Traveling, double dribble and kicked balls do not occur in the game.

2) Goaltending and offensive basket interference are not allowed in the game.

PERSONAL FOULS

Players may be called for personal fouls, defensive or offensive. Illegal screens will not be called in the game. Offensive fouls do not count as team fouls (see *Team Fouls*).

Each player will be allowed five fouls for the entire game. After committing the fifth foul, he must be replaced by a substitute and may not return.

When a player is fouled while shooting, he gets three free throws if the shot was a three-pointer and missed, two free throws if the shot (not a three-pointer) was missed and one free throw if the shot went in.

TEAM FOULS

When a team has committed seven fouls in one half, the other team is said to be in the "bonus" situation for foul shooting. Any non-shooting and non-offensive fouls are awarded special free throws that are "one-plus-one."

One-plus-one means that the second free throw is only shot if the first one is made. If he misses the first, the ball is live and the play continues.

After a team commits its tenth foul in a half, its opponent must shoot two free throws for all non-offensive fouls.

TECHNICAL FOULS

No technical fouls will occur in the game.

IN-BOUNDING

When throwing a ball in-bounds after making a basket, in official NCAA basketball, it is legal for the in-bounder to move along the baseline or to pass to a teammate who is also out-of-bounds behind the baseline before the ball is thrown in. However, in this game, it will not be allowed.

In all other cases of in-bounding, the in-bounder may not move until he passes the ball in. All in-bounding teams have five seconds to pass in the ball once set, since there is no referee to hand them the ball.

HINTS & TIPS

NCAA Final Four Basketball **rewards you for shooting when you're open – you'll find that you have a greater chance of making it in.**

Start your slam dunks and lay-ups early – you'll do best if you start around one step in from the 3 point line.

Play within your defense or you'll just give points to the opposition.

Use the on-screen HELP whenever possible.

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